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ABSTRACT

This buyer's guide is based upon more than 300 software reviews made by members of an educational consortium in Oregon, all of whom work with adult students. The guide represents the recommendations for a core program in adult basic education and is split into two parts: (1) an initial kit, which is designed for those who are just beginning to set up a computer-assisted instructional program and who have only a limited amount of funds; and (2) an advanced kit, which recommends more programs, including management systems that are more expensive. All the programs are being used currently in adult basic education, general educational development, and developmental education programs in the Northwest. The software catalog contains a curriculum guide, the listing of the software programs with annotations, price guidelines, and publishers' addresses. Curriculum areas covered by the programs listed include the following: computer literacy, English/grammar and usage, English/composition, mathematics, problem solving, reading, science, social science, spelling, teacher aids, vocabulary, and word processors. A sample blank rating form that the reviewers used to rate the software programs is included in the book. All programs reviewed are available for Apple Computers. (KC)

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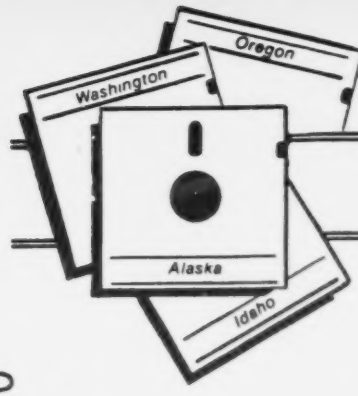

REGION X • Adult Education Consortium
SOFTWARE PROJECT

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SOFTWARE BUYER'S GUIDE

U.S. DEPARTMENT OF EDUCATION
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3rd Edition

April 1, 1986

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SOFTWARE BUYER'S GUIDE

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PREFACE

This Buyer's Guide is based upon over 300 software reviews by Consortium Members, all of whom work with adult students. The Guide represents the recommendations for a core program and as such is split into two parts:

Initial Kit — designed for those who are just beginning to set up a computer-assisted instructional program and who have only a limited amount of funds

Advanced Kit — recommends more extensive programs, which may include management systems and as such are more expensive

All of the programs are currently being used in ABE, GED, and Developmental Ed programs in the Northwest.

HOW TO USE THE BUYERS' GUIDE

The Consortium believes that software must be a part of the curriculum, if it is to be used. Therefore, check the curriculum guide first to see what areas to support with CAI (computer-assisted instruction). Here you may decide to look at only beginning programs, those listed in the Initial Kit or you may choose to look at those in the Advanced Kit.

The next step is to look up the program in either kit to see if it might suit your needs. When possible, suggestions for classroom use have been given.

Next, the dream list must become a reality. Check the price list as a budgetary guideline. Finally, the publishers' addresses are listed.

This four-part procedure is designed deliberately to help you focus on each step in a decision-making sequence. This should lead to easier decision making with less confusion than trying to juggle all of the information simultaneously.

Here is the sequence for use:

1. Curriculum Guide
2. Annotated Bibliography
3. Price guidelines
4. Publisher Addresses

HARDWARE DECISIONS

The first decision that the Software Consortium had to make was what hardware to choose. At the time, four years ago, most educational programs were available on Apple II's. This is still the case today. Therefore, the Consortium chose to concentrate on Apples for their hardware base.

ESSENTIAL HARDWARE

Computer - Apple II Family

The programs recommended in the Buyer's Guide run on the Apple II family of computers. Some software has been translated for other computers. However, only the Apple versions have been previewed and critiqued. All programs will run with 48K of memory, unless otherwise noted. The standard memory for the Apple II is 48K on the II+, 64K on the IIe, and 128K on the IIc.

Disk Drive

One disk drive is a necessity; two is a luxury. All these programs will run with just one drive.

Monitor

A good quality monitor is essential for CAI. Remember a TV is NOT a monitor. A color monitor is not required. Most programs use color only as an interest getter not as an integral part of the program. Color screens can be a barrier in some programs where reading text is important.

Apple's new green screen monitor can be tilted to the right viewing angle to save neck strain. Also, it has a softer tone of green than earlier ones. Remember that instructors and students may be spending a great deal of time reading these screens. Something comfortable and comforting for the eyes is needed.

When previewing materials be sure to see the software on the monitor(s) most likely to be used with instruction.

OPTIONAL HARDWARE

Printer

Although many programs can be run without a printer, it is handy to have a printer available, especially for word processing or recordkeeping programs.

One note: When using Crossword Magic, a dot matrix printer is required for the graphics printout.

P

OPTIONAL HARDWARE

Printer

Although many programs can be run without a printer, it is handy to have a printer available, especially for word processing or recordkeeping programs.

One note: When using Crossword Magic, a dot matrix printer is required for the graphics printout.

Printer Interface Card:

To hook a computer to a printer an interface will be needed. These are available in a variety of price ranges from $80 to $200. The PRINT-IT card from Textprint ($190) is a "people literate" card. With the press of a button The Print-It card automatically prints exactly what is on the screen in regular or double size. No more running "dump" programs, loading binary files, etc.—just push a button.

Textprint, Inc.
220 Reservoir St.
Needham Heights, Ma. 02194
(617) 449-5808

Cassette Connect Device:

Hartley puts out a connector which connects a cassette tape recorder to the game port of the computer. This allows the computer to take control of turning the tape recorder on and off. With Hartley's software, CREATE SPELL IT, dictation spelling tapes for students can be made. The student simply hits "return" on the computer, which turns on the tape recorder playing the dictated spelling word and sentence. The computer then turns off the tape recorder allowing the student to type in the dictated word. The computer then tells the students whether or not their answer is correct.

EVALUATING SOFTWARE

Each software program receives a thorough evaluation by at least two members of the Consortium. This is a continuing, year-long process. Twice a year the Consortium meets to conduct business and primarily to review software.

The following is the software evaluation form developed and used by the Consortium. This review is on file and on disk at the Coordinator's office. A current project is to set up a bulletin board, so the review would be available to all members. Until such time, if you are curious about a particular program, write to the Coordinator for information in the review.

REGION X ADULT EDUCATION SOFTWARE CONSORTIUM

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Adult Basic Education
Computer Disk Evaluation Form

Name, Company, Year:

Subject:

List Price: Will Run on:

* *

Overall Evaluation:

Excellent, recommend without hesitation

Good, consider purchase

Fair, but might want to wait for something better

Not useful, do not recommend purchase

* *

Reviewer's Name:

Address:

Telephone Number:

Date:

A. Basic Information

1. Number of disks in set:

2. Name of disk reviewed:

3. Curriculum objectives:

4. Does it teach those objectives?

5. Type of lesson
   - [] demonstration
   - [] drill
   - [] simulation
   - [] tutorial

6. Reading level:

   Interest level - adult: yes no

   Difficulty level: ABE GED College Prep

   Keyboard skills required: low medium high

7. Menu list:

   _____ _____

   _____ _____

   _____ _____

   _____ _____

8. Hardware requirements:

   Number of disk drives:

   Memory requirements:

   Monitor required: color noncolor either

   Required peripherals:

   - printer
   - 80-column card
   - Z-80 card
   - paddles
   - joystick
   - light pen
   - modem
   - textbook
   - other: _____

9.	Does the program use the disk drive after it is loaded?	yes	no	N/A
10.	Is the documentation included?	yes	no	N/A
11.	Free from racial, ethnic, or sex stereotypes?	yes	no	N/A

B. Format

1.	Letter size: spacing appropriate for reading levels?	yes	no	N/A
2.	Graphics appropriate to age and reading level?	yes	no	N/A
3.	Is the text appropriate to reading level?	yes	no	N/A
4.	Is the audio appropriate?	yes	no	N/A
5.	Do the visuals show well on your monitor?	yes	no	N/A
	What kind of monitor do you have?			

C. Program

1.	Are there printed materials that go with the disk?	yes	no	N/A
2.	Are the materials usable?	yes	no	N/A
3.	Does the disk begin with a menu?	yes	no	N/A
4.	Can you return to the menu easily?	yes	no	N/A
5.	Can the disk be copied? If yes, how?	yes	no	N/A
6.	Is the screen advance user controlled?	yes	no	N/A
7.	Is the audio adjustable?	yes	no	N/A
8.	Are instructions available on disk?	yes	no	N/A
	Can they be bypassed?	yes	no	N/A

D. Instructor

1.	Is the program easy to operate?	poor	fair	good

2. Is there a student recordkeeper?	yes	no	N/A
3. Does it include a teacher utility? (Can it be teacher adapted?)	yes	no	N/A
Comment:			
4. Does it have an answer key(s)?	yes	no	N/A

E. Student

1. Ease of operation	poor	fair	good
2. Nonfrustrating method of answering questions, i.e., use of space bar instead of typing in answer	poor	fair	good
3. Positive reinforcement	poor	fair	good
4. Is failure rewarded?	yes	no	N/A
5. Feedback for responses:			
correct answer	yes	no	N/A
incorrect answer	yes	no	N/A
6. Estimated average time to complete:			
one lesson:			
whole program:			
7. Do the students like it?	yes	no	N/A

F. Curriculum

1. Is the content correct?	yes	no	N/A
2. Is it well organized?	yes	no	N/A
3. Does it teach?	yes	no	N/A
4. For what course or courses would programs be appropriate?	yes	no	N/A

Comments

I. What on the disk needs to be changed or improved?

1. No menu listed
2. Inappropriate language
3. No teacher guide
4. Basic program error in disk. What?

5. Teacher utility part of program
6. Other mistakes, i.e., grammar, computation, vocabulary . . . What?

7. Other

II. Describe the potential use of the package in the classroom settings.

III. Student response

IV. For technical help call

11j
8/30/83

SOFTWARE CURRICULUM GUIDE

COMPUTER LITERACY

Apple Presents Apple	Initial
Know Your Apple	Advanced
Typing Tutor	Advanced

ENGLISH/ GRAMMAR AND USAGE

English Parts of Speech	Initial
English Basics	Initial
English Basic Mechanics	Advanced
Grammar	Initial
Verbs	Initial

ENGLISH/COMPOSITION

Writing a Character Sketch	Initial
Writing a Narrative	Initial
Writing an Opinion Paper	Initial
Writing as Thinking	Advanced
Writing Workshop: Pre-Writing	Advanced

SOFTWARE CURRICULUM GUIDE (cont.)

MATH/WHOLE NUMBERS

CCC Math Drills	Initial
Division	Initial
Mathematics (Games and Drills)	Initial
Basic Facts	Advanced

MATH/FRACTIONS

Adventures with Fractions	Initial
Fractions	Advanced

MATH/DECIMALS

Decimals	Advanced
Decimal Skills	Initial

MATH/WORD PROBLEMS

Foreman's Assistant	Initial
Math for Everyday Living	Initial
Smart Shopper Marathon	Initial
Wordmath	Advanced

SOFTWARE CURRICULUM GUIDE (cont.)

PROBLEM SOLVING

Factory	Initial
Mind Benders	Advanced
Murder by the Dozen	Advanced
Robot Odyssey	Advanced
Scientific Method	Initial
Where in the World is Carmen San Diego?	Advanced

READING/LITERACY

Core Reading and Vocabulary Development	Initial
Create Vocabulary	Advanced

READING/COMPREHENSION

Comprehension Power	Advanced
Reading Comprehension	Initial
Weird and Wacky World	Initial

READING/SPEED

Micro Speed Read	Advanced
Speed Reader II	Initial

SOFTWARE CURRICULUM GUIDE (cont.)

SCIENCE

Cells	Initial
Nutrition	Initial
Science	Advanced

SOCIAL STUDIES

Nomad	Initial
Oregon	Initial

SPELLING

Spell	Initial
Mix Up	Initial
Structural Spelling	Advanced
Create Spell It	Advanced

TEACHER AIDS

Crossword Magic	Advanced
Finding Readability Levels	Advanced
Game Show	Initial
Language Arts	Initial
Print Shop	Initial
Report Card	Advanced

VOCABULARY

Context Clues	Initial
Crossword Magic	Advanced
Game Show	Initial
Prefixes, Roots, and Suffixes	Initial
Word Attack	Advanced
Word Game	Initial

SOFTWARE CURRICULUM GUIDE (cont.)

WORD PROCESSORS

Bank Street Writer	Initial
Milliken's Word Processor	Initial
Appleworks	Advanced

HARDWARE

Text Print It Card	Advanced
Hartley's Cassette Connect Device (CCD)	Advanced

Region X Adult Education Software Project

INITIAL BUYER'S GUIDE

Provides a guide of good quality economical computer assisted instructional software. All software has been evaluated by the Region X Adult Education Software Project and is presently being used in adult education programs.

Since sites, staff and programs vary, it is recommended that software be previewed before purchase to assure that it meets specific program objectives. The Consortium encourages as many members of the staff to preview software as possible. Staff enthusiasm results in greater software usage.

This document will continue to be updated by the Consortium as new and better products become available.

INITIAL BUYER'S GUIDE

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COMPUTER LITERACY

OR

INTRODUCING STUDENTS TO THE COMPUTER

Title	Source	Target Audience
APPLE PRESENTS APPLE	Apple Computer	ABE

This disk provides an excellent tutorial for familiarizing students with the Apple. It includes not only an introduction to the keyboard but also a tutorial to help the students learn how to move the cursor around the screen to make corrections and editions in their answers. Apple Presents is available for the Apple II+, IIe, and the IIc.

The IIc version has the introduction to the computer on Side One and Apple At Play on Side Two. Apple at Play is a collection of games and activities for the IIc.

ENGLISH/GRAMMAR AND USAGE

Title	Source	Target Audience
ENGLISH BASICS: PARTS OF SPEECH	Ed. Activities	ABE/GED

This set contains five different disks, which can be purchased individually or together. The disks contain instruction on the parts of speech and practice for the student. The verb disk, for example, defines a verb and has the students practice identifying verbs and selecting the main verb in the sentence.

The disks available for this program include:
Nouns
Pronouns
Verbs
Adjectives
Adverbs

ENGLISH: PARTS OF SPEECH	MECC 746	ABE/GED

This disk is designed to be a diagnostic tool and to provide remediation for students at the college level. The program includes the parts of speech and a test program. The teacher creates the test, which can contain up to sixty sentences that can be selected at random or by specific parts of speech, i.e. nouns, verbs, etc. This disk uses technical words to present concepts, therefore is not a good introductory program. It may provide good drill and reinforcement practice.

The programs on this disk are:

Nouns	- contains a definition and example of nouns
Verbs	- defines and gives examples of verbs
Pronouns	- uses definitions and examples to teach pronouns as words used in place of a noun or another pronoun
Adjectives	- defines and gives examples of adjectives
Adverbs	- shows how adverbs are used to modify verbs, adjectives or other adverbs
Prepositions	- uses definitions and examples of prepositions showing relationship or direction to another part of the sentence
Conjunctions	- defines and gives examples of conjunctions
Interjections	- explains and demonstrates the usage of interjections

ENGLISH/COMPOSITION

Title	Source	Target Audience
WRITING A CHARACTER SKETCH	MECC	GED

Part of a growing number of computer-assisted composition program, Writing a Character Sketch asks open-ended questions and provides examples to help students analyze a character both real and fictional. Students are guided through a series of questions to express their ideas. These can then be printed out to use as a rough draft.

WRITING A NARRATIVE	MECC	GED

This program acts as a tutor guiding the student through the narrative process. Students learn story-starting techniques. As the student enters his own ideas, he discovers key elements of narration. This program picks up the student's ideas and asks leading questions to prompt the student through the whole narration process.

WRITING AN OPINION PAPER	MECC	GED

A student is given interactive examples and models to help them distinguish between fact and opinion. The computer tutors the student in how to analyze a topic, formulate opinions, and assemble evidence.

An added advantage to this program is the built-in word processor and the split screen capability, which lets the student see her notes while she types the paper.

64K and an 80-column card are required to run this program.

MATH—WHOLE NUMBERS

Title	Source	Target Audience
CHEMEKETA MATH DRILLS	Region X Consortium	ABE

Addition, Subtraction, Multiplication and Division

This disk contains short flash card drill and practice programs. For example, multiplication drills have practice in the targeted difficult areas, such as 7, 8, 9 times tables. Students are NOT timed in these practice drills. However, after two misses, the correct answer is given. These are useful classroom basic drill programs.

This disk is available from the project coordinator. Send a blank disk or $3.50 to cover the price of disk and shipping.

MATHEMATICS (GAMES AND DRILLS)	MECC (Elementary-Vol. 1)	ABE

This multi-purpose disk provides a variety of programs reinforcing basic math skills. It includes speed drills of number facts, a game for teaching coordinates, and an exercise on making change.

DIVISION SKILLS	Milton Bradley	ABE

The program includes both disk and worksheets. The disk covers one and two digit divisors with both fractional and decimal remainders. The print material has record sheets, tests and reproducible worksheets. A management system to keep track of student progress is available but not required.

MATH—FRACTIONS

Title	Source	Target Audience
ADVENTURE WITH FRACTIONS	MECC	ABE

The three programs on this disk, Comparing Fractions, Cross Products, and Ransom are designed as tutorials to help students work with common denominations and ordering fractions. The graphic illustrations of fractions help students see the difference between 1/2 and 5/8, for example. For drill and practice, Ransom lets the teacher set the level of difficulty.

MATH—DECIMALS

DECIMAL SKILLS	Milton Bradley	ABE

The Decimal Skills program provides drill and mastery tests on decimals. Reproducible worksheets, tests, and record sheets come with this program. Levels 6-8

MATH—WORD PROBLEMS

MATH FOR EVERYDAY LIVING	Educational Activities	ABE

This simulation requires that students use their math skills. When needed, the computer branches to show the students how to do the problem.

Simulations	Skills
Paying for a Meal	Addition/Subtraction
Working with a Sales Slip	Multiplication
Unit Pricing	Division
Saving on Transportation	Division
Sales Tax	Percent
Finding Your Job	Multiplication
Earning Overtime	Fractions

PROBLEM SOLVING

Title	Source	Target Audience
SURVEY OF ANALYTICAL SKILLS (S.A.S.)	Ricks College, Idaho	GED

The survey analyzes verbal and math skills, such as taught by Whimbey's PROBLEM SOLVING AND COMPREHENSION. The author of the survey has a good sense of humor and carefully explains each answer. Some students don't like the sequential requirement, since they are not allowed to skip any questions and come back to them later. However, the disk is good for a general screening test, if the students realize that this is just a general assessment.

SCIENTIFIC METHOD	Cygnus	ABE/GED

This tutorial helps students learn the steps involved in the scientific method and then gives them practice at each step with captivating exercises, such as the Careful Reading Quiz and the Night Watchman's Mystery. The final exercise asks them to participate in an experiment, so that they use all of the steps that they have learned.

This disk can be used with a group to introduce them to the steps in problem solving. Then the students can follow up on their own practicing the exercises.

FACTORY	Sunburst	ABE/GED

This is a good group or peer activity. One person builds a "machine" and the others must figure out how it was done! It could also be used as an oral exercise for ESL students, getting them to ask and answer questions in English.

Title	Source	Target Audience
CORE READING AND VOCABULARY DEVELOPMENT	Educational Activities	ABE

This very functional program was designed especially for older students. It begins at pre-primer levels and goes through level 3. Each level has four disks. There is a core lesson that previews the words, provides guided reading and then gives some cloze practice. Worksheets reinforce the learning on the disk.

A management system not only keeps track of the student's progress but is also designed to spot specific learning errors. For example, errors typically made by dyslexic students have been identified and when a pattern of these errors occurs, the management system alerts the instructor.

The program is also designed to work with the Echo voice synthesizer.

READING—COMPREHENSION

Title	Source	Target Audience
READING COMPREHENSION: MAIN IDEA/DETAILS	Milton Bradley	ABE

This disk provides more practice in main idea and detail. The package includes reproducible worksheets, tests and record sheets. Skills taught are recognizing topic sentences, listing supporting details, summarizing main ideas, choosing titles and evaluating details. Concentrates on Levels 6-8.

WEIRD AND WACKY WORLD	Educational Activities	ABE

There are two programs under this title:

1. Literal Comprehension
2. Critical Comprehension

Both programs have the student read adult interest selections, 3-5 reading level, with either a CLOZE type comprehension check or fact and inference questions. Copyable worksheets accompany the package.

READING—SPEED

SPEED READER II	Davidson	ABE/GED

This contains two disks—a program disk and a data disk with 35 reading selections on it. Teachers can make their own data disks or purchase data disks on the upper elementary, intermediate, high school, and college/adult levels. The program allows practice in pacing, pre-set speed reading and self-paced reading. Comprehension questions follow the readings.

SCIENCE

Title	Source	Target Audience
CELLS	Educational Activities	ABE/GED

The animated graphics program demonstrates a cell. It is both informative and fun and comes in two parts: basic cell structure and cell division. The program contains both tutorial and drill and practice.

NUTRITION	MECC 752	ABE/GED

This nutrition program asks the students to enter their diet for the previous day. The computer print out contains an analysis of their food intake. This is a good program for health units and survival skills.

SOCIAL SCIENCE

Title	Source	Target Audience
OREGON TRAIL	MECC 725 (Elementary Vol. 6)	ABE/GED

This simulation allows the student start to follow the trail of the early pioneers, in 1847 from Independence, Missouri to Oregon. Problems of the real pioneers from having to shoot deer to trading at trading posts are encountered along the way. Students must use basic math skills in purchasing provisions.

NOMAD	MECC 725 (Elementary Vol.6)	ABE/GED

This simulation allows low level ABE students the opportunity to solve problems. Granny Nomad moves to different towns. The student must "get" her there safely. This simulation develops map reading skills.

SPELLING

Title	Source	Target Audience
SPELL	MECC 703 (Language Arts, Vol. 2)	ABE

Flashcard Spelling allows either the instructor or the student to adjust the number of seconds available to view the word. The instructor can set up class spelling lists to practice sight words. Tutors and aides can use this program to drill students on sight words, such as the Dolch list. The student says the word to the tutor. Then either the tutor or the student can type the word in.

MIX-UP	MECC 703 (Language Arts, Vol. 2)	ABE

This program mixes up the letters in the word and asks the student to state the word. Students are taught to look for vowels, digraphs and blends.

Title	Source	Target Audience
LANGUAGE ARTS	MECC 703 (Elementary Vol.2)	ABE

This disk has several "create" files, which means that the instructors can make their own lists of spelling and vocabulary words.

CROSSWORD MAGIC	Mindscape	ABE/GED

This disk rapidly makes crossword puzzles. Students like to use it to make their own crossword puzzles with spelling or vocabulary words. Some printers may not work with this program. You may note that this item also appears under Vocabulary, because it can be both an instructional tool and a tool to develop instructional material.

THE GAME SHOW	Advanced Ideas	ABE/GED

Game Show is a "Password" style program, which comes with animated graphics and a series of data disks from vocabulary to animals and advanced biology. Furthermore, it allows the instructors to make their own data disks by answering three simple questions and then by typing in mystery words and clues.

PRINT SHOP	Broderbund	ABE/GED

This simple graphics program, which prints greeting cards and signs, has been used successfully in ABE programs in two very different ways. One, it has been used as a pre-word processing introduction to allow students to type something in and get a fancy printout. Secondly, one instructor had her students make personalized stationery which they then used to write letters, as a writing exercise.

VOCABULARY

Title	Source	Target Audience
VOCABULARY SKILLS: PREFIXES, ROOTS, AND SUFFIXES	Milton Bradley	ABE

This program is worthwhile if only for the reproducible worksheets and tests. Some find the computer slow to draw the graphics, but the students have liked the pictures and don't mind waiting. The tutorial explains the concept of prefixes, roots and suffixes and gives the students practice in each area. Some students dislike this program. Try it out on your students first.

VOCABULARY SKILLS: CONTEXT CLUES	Milton Bradley	ABE

Context Clues comes with excellent worksheets on context clues for levels 6-8. Unfortunately, the theme of the disk is one of Wizardry, a subject matter, which might be difficult for the ESL student. However, the program is excellent for someone who knows what a wizard is.

WORD GAME: LANGUAGE ARTS VOL. 2	MECC 703	ABE

The student is shown a definition clue and lines indicating the numbers of letters in the word which the student has to guess. The instructor puts in both the words and the short definition clues. Since the instructor can set up vocabulary files, this is truly a versatile program, but it takes time to set it up.

CROSSWORD MAGIC	Mindscape	ABE/GED

The disk makes the crossword puzzles from your own words and prints it out. The teacher can use this program to make vocabulary crossword worksheets for the students or the students can use it to make crosswords for themselves or for the class. They must type in both the word and the definition—good vocabulary practice! One note to check on before purchasing: your printer must be able to print graphics.

WORD PROCESSORS

Once an instructor uses word processing, it is hard to go back to the typewriter. Students who hate to revise or who cannot read their own handwriting also like to use the word processor.

Word processors can be used as part of the Language Experience curriculum. As a student creates a story, (s)he or the teacher can type it into the computer, store it, and print it out. Once the story is saved, the teacher has a wide variety of ways of using it from creating CLOZE excersises to making grammar tests by leaving out certain parts of speech.

The following are two word processors recommended for beginners and for use in the classroom with students.

Title	Source	Target Audience
BANK STREET WRITER (New Version)	Broderbund	ABE/GED

This is designed as a simple word processor for the beginner. The tutorial is on the back side of the disk. Each screen has the directions written at the top.

New updates also include Bank Street Speller. If the Apple IIe has a mouse, it can be used to choose functions and move the cursor around for easier editing. If Apple IIe has 128K memory, the student can choose 40 or 80 columns—80 columns is the width of a full typewritten page.

WORD PROCESSOR	Milliken	ABE/GED

This word processing program integrates the format of Bank Street Writer with graphics that results in an easy to use program for the nonword processing enthusiast. Visual options allow the student (or instructor) to create material, save and retrieve, or print the material.

Region X Adult Education Software Consortium

ADVANCED BUYER'S GUIDE

OBJECTIVE:

Provide a guide of good quality computer assisted instructional software, which goes beyond the initial guide. The Advanced Guide includes software with management systems. All software has been evaluated by the Region X Adult Eucation Software Consortium and is presently being used in adult education programs.

Since sites, staff and programs vary, it is recommended that software be previewed before purchase to assure that it meets specific program objectives. The consortium encourages as many members of the staff to preview software as possible.

This document will continue to be updated by the consortium as new and better products become available.

ADVANCED BUYER'S GUIDE

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COMPUTER LITERACY

OR

INTRODUCING STUDENTS TO THE COMPUTER

Title	Source	Target Audience
KNOW YOUR APPLE	Muse	ABE/GED

This program is a simple, but fun electronic book that lets the students choose which part of the Apple, they want to learn about. The students can explore the Apple keyboard or they can choose to read about the workings of the disk drive.

Although this program provides a limited amount of branching and once read does not need to be read again, it does help fill the need to introduce the very beginning student to the computer without frustration.

TYPING TUTOR III	Simon	ABE/GED

When students start asking about typing, Typing Tutor is a good beginning. It has a built in incentive in that it lists the letters in the slow lane and as the student gets up to speed, moves the letters to the fast lane. However, this is not a game nor is it designed to shoot down letters. The instruction is based on sound typing techniques and the program presents the letters in the home row to practice first. Students like this program.

ENGLISH/GRAMMAR AND USAGE

Title	Source	Target Audience
VERBS	Hartley	ABE/GED

This program helps students identify verbs, work on verb agreement, and use tenses correctly.

GRAMMAR	Milliken	ABE/GED

The six disks in this program cover three major topics: homonyms, verbs, and pronouns. Verbs I Covers irregular and problem verbs and has been very helpful for the ESL students. Verbs II works on subject-verb agreement on both a basic and advanced level. Pronouns I shows how to use the correct case, while Pronouns II works on antecedents and specific problems in using pronouns.

ENGLISH: BASIC MECHANICS	Conduit	GED/DECC

These college level programs (five modules) provide instruction and practice in writing sentences. Each module comes with four disks, two originals and two back ups as well as an instructor's guide. The modules contain criterion reference tests to determine skill level and then to prescribe a specific sequence of lessons. The over 100 computer-based lessons include parts of speech as well as:

Module 1 Basic Sentence Patterns
Module 2 Sentence Patterns with Modifiers
Module 3 Using Independent Clauses
Module 4 Using Subordinate Clauses
Module 5 Using Subordinate Phrases

Title	Source	Target Audience
WRITING WORKSHOP: PREWRITING	Milliken	GED

For the student who needs help in the thought process before writing, Prewriting provides three different programs.

Brainstorming helps the student to think of a topic and expand upon it. Ideas are grouped and labeled, to help the student work towards paragraphs.

Branching walks the student through a process to create an outline. Prompts ask students to give details to support the main ideas.

Nutshelling has the students choose from five types of writing from story to letter. Next, a list of questions pertinent to the type of writing selected helps the student to focus her writing. This lays the groundwork for the composition.

This process approach to writing helps students through the fear of a blank page and over the crisis of having nothing to say.

WRITING AS THINKING	Kapstrom	GED/DECC

Both tutorial and computer-assisted composition, Writing as Thinking provides extensive practice in thinking through a paper. It is aimed at the 500-word paper. Students may work on narrative or expository writing. The program helps the students to analyze the problem, develop the structure, and evaluate the design. It acts as a guide, as it picks up the students' words and prompts them through the writing process.

This program goes beyond just word processing to the concept of the computer-assisted composition. Students may use a word processor after the paper has been roughed out under the guidance of Writing as Thinking. the primary goal of this program is not the word processing, but the though processing.

MATH—WHOLE NUMBERS

Title	Source	Target Audience
Addition	**Milliken**	ABE/GED
Subtraction	**Milliken**	
Multiplication	**Milliken**	
Division	**Milliken**	

In this program each function has its own disk. This provides for extensive practice in each area. The management system keeps track of student progress. The disks allow the instructor to set the mastery level and the number of problems that each student must do. Thus, the instructor can provide a quick review or intensive practice for the student. For further flexibility the instructor can use the DRILL command and bypass the management system completely.

The fact that each function has its own disk provides for a better sequencing of skills in smaller steps than other disks that try to provide all the operations on one disk.

MATH—FRACTIONS

FRACTIONS	Milliken	ABE/GED

The management system keeps track of student errors for diagnosis or for testing. The teacher can set the mastery level and/or the failure level and the number of problems needed to be done. If the students do not meet the criteria, the computer will lock the students out and recommend that they see the teacher.

This is one of the most used disks and one we frequently order extras of, so more than one student can work on the same program at the same time.

MATH—DECIMALS

Title	Source	Target Audience
DECIMALS	Milliken	ABE/GED

One whole disk dedicated to decimals allows for practice in all four math facts using decimals. The tracking system is helpful in diagnosing specific student errors.

MATH—WORD PROBLEMS

WORDMATH	Milliken	GED

The strategy for solving problems is listed in this program: read the problem, find all the numbers, choose the operation, choose the numbers needed, and solve the problem. WordMath requires that the student follow this procedure. It asks the student for the operation before it allows the student to do the calculation. In other words, students must determine whether the answer is going to be bigger or smaller than the numbers given. Then, if the student decides that it will be bigger, she must determine what operation to use to give a bigger answer. Besides simple and complex basic problems, this disk includes practice in Forward/Reverse Order, Extra Numbers, Hidden Numbers, and Key Words. Hidden Numbers refers to such words as twice, three times, dozen, which are not written in numerical form.

SURVIVAL MATH	Sunburst	GED

Provides real life simulations from a Smart Shopper Marathon to a Foreman's Assistant. This program provides students with a reason to learn math as well as reinforcing skills that they have learned. May be used as a group project as well as an individual one.

Students must have a good foundation in math skills before attempting this.

PROBLEM SOLVING

Title	Source	Target Audience
MIND BENDERS	Midwest Publications	GED

There are three "easy" disks and one at medium level, which help students graph a deductive reasoning problem. Some students call these logic grids. Students may need to practice on Midwest booklets A and B before tackling these disks.

MURDER BY THE DOZEN	CBS	GED

Twelve murder mysteries require the student not only to identify the murderer but also to tell WHY they chose this person. There is a separate CLUE booklet with over 200 clues. Because this is fun, students are encouraged to practice their deductive skills harder and longer.

ROBOT ODYSSEY	Learning Company	GED

This program is designed for ages 13 and up, but mostly up. It is a delightful program which lets the students wire the robot to move and then lets them watch the result of their wiring. Students build real circuits complete with soldering pen, flipflops, and prototype chips. Also included is a maze game, which has a map in the manual, which can be copied and put together in three dimensional form to help solve the maze.

This program will delight the technically inclined student. The publishers encourage students to send them their designs for possible inclusion in the next edition of Robot Odyssey.

PROBLEM SOLVING (cont.)

Title	Source	Target Audience
WHERE IN THE WORLD IS CARMEN SAN DIEGO?	Broderbund	GED

A combination game and teaching tool, this program can have many uses. As students try to solve a crime, they will have to use a map, look up clues in the World Almanac that comes with the disk, and use deductive reasoning. As the students move to each location, a famous building in that location is drawn on the screen and the students are given some local history. The biggest bonus of this program is that it gets students to look up information. It is good training at beginning research and in this format students love to do it.

READING—LITERACY

Title	Source	Target Audience
CREATE VOCABULARY	Hartley	ABE

The cassette connect device makes this a very versatile program. Teachers can build their own word lists, which is useful for language experience techniques. One program, Vocabulary-Dolch already has the Dolch list typed in. Creative uses with ESL students have included using the English word as an answer, but putting the definition on tape in the speakers' native language.

One note on making tapes for the Hartley Cassette Connect Device. The tapes must be stretched, so used tapes work better than new ones. Also, tapes must be made on the recorder that is going to play them to the students. This will insure that the tapes are synchronized with the computer.

READING—COMPREHENSION

COMPREHENSION POWER	I/CT Milliken	ABE/GED

This extensive program comes with four disks on each level from 4 through 12. There are three stories on each disk, with five levels of reading skills tested, literal reading to evaluation. Both speed and comprehension may be practiced. The teacher may set the speed or allow the students to select their rate. The students may also choose to pace themselves and work specifically on comprehension.

Disks may be purchased a level at a time. Level 4, however,is definitely a 4 and may be difficult for borderline students whose skill with idioms is weak, i.e. deaf or ESL students. However, ESL students who are ready for level 4 have enjoyed working with the computer.

Since these disks were designed to go with the IC/T kits, the software has no instruction on it. However, there is a correlation sheet available from I/CT (Instructional/ Communications Technology, Inc.) indicating what worksheets in what kits are available, should a student miss a particular question.

Title	Source	Target Audience

The amazing side effect of using these disks has been that motivational factor. Students like having immediate feedback and believe the computer when it says that they are weak in Main Idea. They return from the computer eager to work and "to beat" that computer. They are going to know main idea the next time they meet that computer.

READING—SPEED

MICRO SPEED READ	CBS	GED

This reading program is unique in that the students read from an accompanying booklet, rather than on the computer itself. The computer then is used for "training" and timing. Designed to help students improve their speed and comprehension, the program contains ten lessons dealing with idea clustering, pacing patterns, skimming and scanning. There are cumulative graphs showing students progress as well as pre and post assessment tests.

The type of reading the student does on this program is similar to textbook reading. Students are able to see their progress and relate what and how they learn to other classroom texts. Most students, once comfortable with the computer are able to use this program with little or no supervision.

SCIENCE

Title	Source	Target Audience
SCIENCE - Vol. 3	MECC 707	ABE

Earth and Life Sciences: Simulations and Tutorials

This disk introduces students to ecology, biology, geology and astronomy with simulations and computer graphics. "Fish" instructs and drills on the fish circulatory system, while "Odell" teaches about natural selection. For Mt. St. Helen watchers, there is a program called "Quakes" that demonstrates the scientific calculations needed to find the epicenter of simulated earthquakes.

SPELLING

Title	Source	Target Audience
STRUCTURAL SPELLING	Lane Community College	ABE/GED

This program comes with 10 disks and includes oral as well as written spelling practice. Each lesson has a pretest and dictation practice. The lessons are divided into three levels and a placement test determines what level the student needs to begin on for each rule. The disks also provide cumulative practice, so that each disk reinforces spelling rules learned on earlier disks.

The program is designed for dictation using Language Masters or using the Hartley Cassette Device with Creat Spell It.

This is a major course with 120 possible lessons. Some of the rules introduced include final e, y to i, and doubling final consonant. Practice is provided on three levels of difficulty. The final lessons of each disk are dictation lessons.

CREATE SPELL IT	Hartley	ABE/GED

Teachers can use this software to make their own spelling tests. This program is designed to be used a cassette recorder hooked up to the computer. The teacher can dictate up to 20 words in sentences for each lesson. The students would listen to one word and a sentence. Next, they would type the word into the computer, which would immediately tell if they were right or wrong. A management system on the disk keeps track not only of the number of mistakes, but also of the actual mistake, printing out the word the student typed next to the correct spelling. This allows for item analysis and diagnosis of spelling errors.

TEACHER AIDS

As the instructors become more sophisticated with the use of the computer, items to look for would be test generator programs, grade book programs (if applicable), and readability programs. These areas are still being explored.

Title	Source	Target Audience
REPORT CARD	Sensible	DECC

Classes and grades are easily entered into this computer report card. A "No Grade" may be used which will not enter into the average. Each student can get a printout of his grade, while the teacher can get a class roster with a class average.

CROSSWORD MAGIC	Mindscape	ABE/GED

This disk rapidly makes crossword puzzles. Students like to use it to make their own crossword puzzles with spelling or vocabulary words. Some printers may not work with this program. You may note that this item also appears under Vocabulary, because it can be both an instructional tool and a tool to develop instructional material.

FINDING READABILITY LEVELS	Opportunities for Learning	ABE/GED

Fast, easy way to determine readability levels. User can select from these formulas: Spache, Fry, Dale-Chall, Raygor, Flesch, and Gunning-Fog. It comes with an illustrated guidebook. Printer can be used.

VOCABULARY

Title	Source	Target Audience
WORD ATTACK	Davidson	ABE/GED

The tutorial program includes an introduction to the vocabulary word, a synonym check, fill-in-the-blanks, and a speed matching game. These disks come with extensive word lists as well as the opportunity to make your own word lists. The Consortium hopes that its members will share the data disks that they create. Both words and sentences are used on the data disks. Students can select a verb, noun or adjective category to work on.

Four data disks are readily available for purchase, besides the main program:

1. Level 4-5 words
2. Level 6-7 words
3. Level 8-9 words
4. SAT words
5. Roots and Prefixes

GAME SHOW	Advanced Ideas	ABE/GED

This multi-player game has animated color graphics. It allows you to make your own vocabulary list by answering simple questions and then allowing you to type in your mystery words and clues. Some topics are already available such as vocabulary, animals, advanced biology. Again, this would make a good sharing project as individuals set up lists of useful vocabulary words. For example, automotive students might like to play this game, if they could use automotive words.

WORD PROCESSORS

Title	Source	Target Audience
APPLEWORKS	Apple	GED

One part of this integrated program is an easy-to-use word processor. There is a tutorial on disk to introduce the word processor. Students would need some training to use this program, but after a few simple directions they can proceed easily. It also has greater capabilities for more advanced users.

SOFTWARE BUYER'S GUIDE

PRICE GUIDELINES

I. COMPUTER LITERACY

Apple Presents Apple	Apple	00.00
Know Your Apple	Muse	34.95
Typing Tutor	Simon	49.00

II. ENGLISH/GRAMMAR AND USAGE

English: Parts of Speech	MECC	49.00
English Basics	Ed. Activities	195.00 set
Verbs	Hartley	39.00
Grammar	Milliken	225.00 set
English: Basic Mechanics	Conduit (per module)	95.00

III. ENGLISH/COMPOSITION

Writing a Character Sketch	MECC	49.00
Writing a Narrative	MECC	49.00
Writing an Opinion Paper	MECC	49.00
Writing as Thinking	Kapstrom	195.00
Writing Workshop: Prewriting	Milliken	195.00

IV. MATH/WHOLE NUMBERS

Chemeketa Math Drills	Region X Consortium	3.50
Mathematics (Games and Drills)	MECC	29.00
Division Skills	Milton Bradley	49.00
Basic Facts	Milliken	150.00

MATH/FRACTIONS

Adventures with Fractions	MECC	49.00
Fractions	Milliken	125.00

MATH/DECIMALS

Decimals	Milliken	125.00
Decimal Skills	Milton Bradley	49.95

MATH/WORD PROBLEMS

Math for Everyday Living	Ed Activities	109.00
Survival Math	Sunburst	50.00
Wordmath	Milliken	350.00

PRICE GUIDELINES (cont.)

V. PROBLEM SOLVING

Factory	Sunburst	55.00
Mind Benders	Midwest	50.00
Murder by the Dozen	CBS	50.00
Robot Odyssey	Learning Company	79.00
Scientific Method	Cygnus	39.00

VI. READING/LITERACY

Core Reading and Vocabulary	Ed. Activities	149.00 set
Create Vocabulary	Hartley	69.95

READING/COMPREHENSION

Comprehension Power	Milliken (per level)	150.00
Reading Comprehension: Main Idea and Details	Milton Bradley	49.95
Weird and Wacky World	Ed. Activities	
Literal Comprehension		49.95
Critical Comprehension		49.95

READING/SPEED

Speed Reader II	Davidson	49.95
Additional Data Disks		19.95
MicroSpeed Read	CBS	125.00

VII. SCIENCE

Cells	Ed. Activities	49.95
Nutrition - Vol 1 and II	MECC	49.00 each

VIII. SOCIAL SCIENCE

Social Science Elementary Vol. 6	MECC	29.00

IX. SPELLING

Spell Elementary Lang. Arts - Vol. 2	MECC	46.00
Structural Spelling	Lane Com. College	75.00
Create Spell It	Hartley	25.00

PRICE GUIDELINES (cont.)

X. VOCABULARY

Context Clues	Milton Bradley	49.95
Crossword Magic	Mindscape	49.95
Prefixes, Roots, Suffixes	Milton Bradley	49.95
Word Attack	Davidson	49.95
	Data Disks	19.00
Game Show	Advanced Ideas	39.95
Word Game	MECC	46.00
Elementary Lang. Arts- Vol. 2		

XI. WORD PROCESSORS

Appleworks	Apple	195.00
Bank Street Writer	Broderbund	69.95
Word Processor	Milliken	69.95

XII. TEACHER AIDS

Crossword Magic	Mindscape	49.00
Finding Readability Levels	Opportunity /Learning	44.95
Game Show	Advanced Ideas	39.95
Print Shop	Broderbund	49.00
Report Card	Sensible	59.95

CATALOGS AND ADDRESSES

BRODERBUND SOFTWARE
Attn: Kay Wayland
17 Paul Dr.
San Rafael, CA 94903
(616) 942-8987

ADVANCED IDEAS (formerly Computer Advanced Ideas)
1442 A Walnut St., Suite 341
Berkeley, CA 94709
(415) 526-9100

CBS SOFTWARE
1 Fawcett Place
Greenwich, Conn. 06836
(203) 622-2503

DAVIDSON AND ASSOCIATES
3135 Kashiwa Street
Torrance, CA 90505
(213) 534-4070

EDUCATIONAL ACTIVITIES

Terry Moore
12620 SW First Street
P.O.Box 1651
Beaverton, OR 97005

(503) 641-6593
(800) 645-3739

NOTE: Never type Menu or Catalog with Educational Activities disks for the disks will die. They assume that this is an illegal attempt to copy and therefore crash.

HARTLEY COURSEWARE
Box 431, 133 Bridge Street
Dimondale, Michigan 48821
(517) 646-6458
Regional Representative:
Barbara Sexauer
Microcomputer Implementation
4101 Somerset Lane
Kent, WA 98032
(206) 852-7872

HLS Duplication Inc.
880 A Maude Ave.
Mountain View, CA 94043
(408) 738-3416

THE LEARNING CO.
545 Middlefield Road, Suite 170
Menlo Park, CA 94025
(415) 328-5410

MECC
Minnesota Educational Computing Consortium
3490 Lexington Ave., North
Saint Paul, MN 55126
(612) 481-3500

MIDWEST PUBLICATIONS

MILLIKEN PUBLISHING COMPANY
1100 Research Blvd.
P.O. Box 21579
Saint Louis, MO 63132
Regional Representative:
Educational Systems/Microdynamics
Beaverton, OR 97006
(503) 649-7516

MILTON BRADLEY
(Media Materials)
2936 Kemington Avenue
Baltimore, MD 21211-2891
(301) 235-1700

MINDSCAPE
3444 Dundee
Northbrook, IL 60062
(312) 480-7667

MUSE SOFTWARE
347 North Charles St.
Baltimore, MD 21201

OPPORTUNITIES FOR LEARNING, INC.
20417 Nordhoff Street, Dept. 7P4
Chatsworth, CA 91311
(818) 341-2535